



# GUADALCANAL CAMPAIGN



STRATEGIC SIMULATIONS INC.

CONTAINS UPDATED  
VERSION 1.1 DISC



The image consists of a vertical composition of several distinct sections. The top section features a repeating pattern of black octagonal shapes arranged in a staggered, overlapping fashion. Inside each octagon is a stylized red graphic element that resembles a lowercase letter 'e' or a similar symbol. Below this pattern is a single, solid blue rectangle with a thin white border. To the right of the blue rectangle is a vertical column of six horizontal white lines of varying lengths, creating a striped effect. At the very bottom of the image is a large, abstract shape composed of thick, jagged outlines in blue and red. The overall style is graphic and minimalist, using high-contrast colors (black, white, red, blue) against a light background.

**100**

# SIMULATION INC

# For Your APPLE II with

# Appleson ROM Ca

# of AppleI Plus

**48K  
Memory  
8.1 Mi**

# 8 & 1 MB Floppy Disc Drives

Cover design  
Louis Hs

Saekow  
Cover art  
Kevin Hen  
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# For your APPLE II with Applesoft

# RÖM Car or AppleII

# Apple II Plus 48K

# Memory & 1 Mini Floppy

# Disc Drive

**Louis Hsu  
Saekow  
Cover art:  
Kevin Heney**

**GUADALCANAL CAMPAIGN™** was designed by Gary Grigsby.

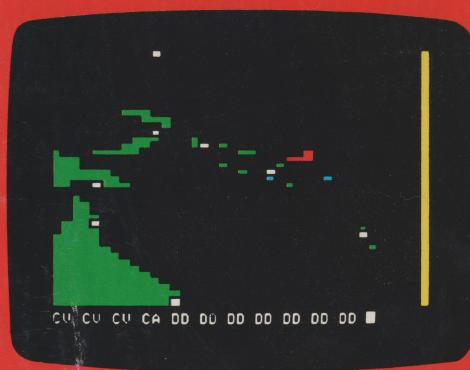
□ PLAYING TIME: Mini-games, 2 to 4 hours; Campaign, 40 to 80 hours.

□ INTERMEDIATE LEVEL

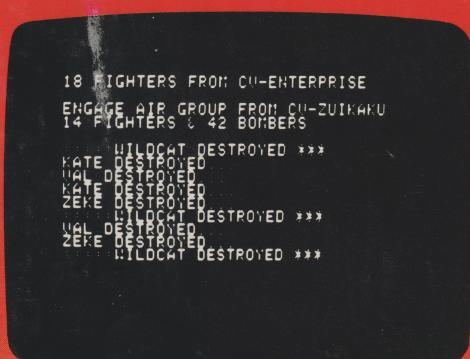
- Accounts for every warship & plane that participated in the Guadalcanal campaign. Ship types include CV, CVL, BB, CA, DD, APD, DMS, ML, CS, TR, SS. Plane types include B-17, SBD, TBD, F4F, TBF, Zeke, Kate, Val, Betty, Nell.
- 4 mini-games (including "The Battle of the Coral Sea") & 294-turn campaign game.
- Hidden movement, limited intelligence, and inaccurate ship sightings.

- Carrier battles, day & night surface combat, naval bombardments of Guadalcanal.
- Ability to make 'fast' slot runs to resupply Guadalcanal.
- Ability to repair damaged ships for use later during the campaign.
- Two-player and computer-as-opponent (solitaire) versions.
- Ability to save game in progress for resumption later.

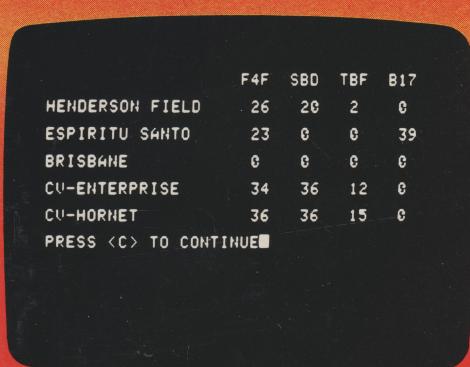
# THE VERY FIRST MONSTER COMPUTER WARGAME!



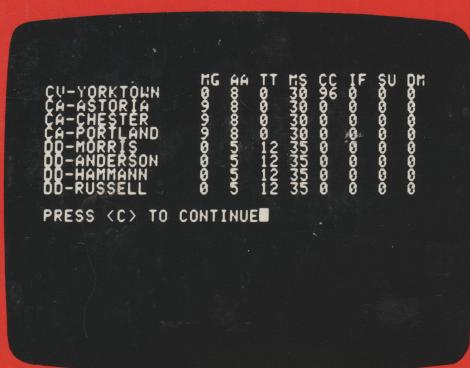
Colorful search map: green areas are land masses; blue blocks, Allied task forces; red, sighted Japanese task forces; and white, land bases.



Combat Air Patrol intercepting Japanese carrier air strikes.



Aircraft status on U.S. bases and carriers for the "Santa Cruz" scenario.



Details of a U.S. task force during the "Coral Sea" scenario, one of the four mini-games.

If you think that this game is full of giant apes and squids slugging it out, this is *not* for you! Put this box down right now and start looking for some of our space, fantasy, sports, and general-topic games.

But if you are an ardent wargamer and *know* that we're talking about a strategy simulation of immense scale... ah, rejoice! (A "whoopee!" will do.) Because here in your hot little hands is one of the finest computer *or board* monster wargames ever made!

Our playtesters have forsaken sleep, food, even lustful pleasures — oh, most gladly and willingly — to play this 40-to-80-hour-long simulation of one of America's most devastating conflicts against Japan during World War II. And all have proclaimed it a superb game. Some consider it SSI's best to date!

To fully describe it without your hands-on experience is an exercise in futility. So here is a brief glimpse to make sure you *do* get your hands on it:

## MONSTROUS & COMPLEX...

GUADALCANAL CAMPAIGN™ starts on August 7, 1942 and ends on December 31, 1942. That's 147 days, each divided into one AM and one PM turn to give 294 turns in all. Every Japanese and American warship that historically participated in the campaign is included and exhaustively rated for speed, cargo/plane-carrying capacity, damage points, and number of main guns, secondary anti-aircraft guns and torpedo tubes.

## YET SIMPLE & EASY TO PLAY.

Despite its seeming immensity and complexity, this game is extremely easy to play. In fact, a child could play it. (Of course, he'll get creamed, but he will be able to *play* it.) All this is made possible by the well-written program that makes full use of the computer's versatile, steel-trap memory (whose first job is to record all moves so you can save a game for resumption later).

## THE GREAT COMPUTER

The computer provides a colorful search map and allows for realistic

battle conditions such as hidden movement, limited intelligence, and inaccurate ship sightings. During tactical battle, it resolves every combat down to the last ship and plane!

## YOU ARE THE MASTERMIND

With the computer taking all the grueling drudgery out of the action, you are free to concentrate on strategic planning. You must form task forces from your fleet, provide them with a mission, and deploy them wisely. You must not only deal with the complex interaction of infantry, ships and planes, but with the smaller details such as loading transports and training carrier pilots.

Yet even here, the computer makes it all very simple by prompting you at every move and decision. It also gives you a pipeline-of-ships report so you know when repaired ships and reinforcements will be available.

If the Japanese High Command had an administrator this good, it might well have taken Henderson Field and won the Guadalcanal campaign!

## SHORTER SCENARIOS

When a long, drawn-out game is neither feasible nor desirable, we've provided for shorter scenarios.

First, there is the "abridged" campaign that starts on October 1, which is a mere 184-turn game that lets you bypass preparatory details to jump right into the heat of battle. Then there are four mini-games that range from four to twelve turns, one of which is the Battle of the Coral Sea. You can polish off any one of these games in two to four hours.

Finally, when you've lost all your friends from neglect and your last playing partner has relented to the demands of the real world, there is always the solitaire game. Here, the computer takes on the role of the Japanese so you can continue to live and breathe GUADALCANAL CAMPAIGN!